

CAANS Trials - Volunteer Jobs

Volunteer Job	What it does	What is needed
<p style="text-align: center;">Timer</p> <p>(Orientation provided for anyone needing it)</p>	<p>Using electronic timing equipment, time each run and ensure scribe records the correct time on scribe sheet.</p> <ul style="list-style-type: none"> • Starts count-down clock for walk-throughs (“Count Down” button on timer) • Ensures timer starts when dog goes through start and stops at finish • Signals when run can begin (“Go” button on timer) • Signals when teams reaches Maximum course time or Training time when applicable • Manually starts/stops time for Snooker and/or Gamblers classes when needed • Restarts time if ending eyes are accidentally triggered (“Restart” button) • Validates that the correct game horns and/or pass throughs have been set (<i>note: does not have to be the one to set them</i>) 	<ul style="list-style-type: none"> • Timing for Snooker and Gamblers, especially at Masters level, requires some experience and knowledge of AAC games rules
<p style="text-align: center;">Scribe</p> <p>(Judge will brief on their signals)</p>	<p>Records all the scoring elements of a run.</p> <ul style="list-style-type: none"> • Ensures correct line of scoring sheet is used for dog in ring • Keeps focus on judge for all runs • Records all faults and game points as indicated by judge • Records time from timekeeper • Brings completed scoring sheets to scoring table 	<ul style="list-style-type: none"> • Attention to detail • Scribing Snooker and Gamblers, especially for Masters, requires some experience and knowledge of AAC games rules
<p style="text-align: center;">Gatekeeper</p>	<p>Helps keeps the trial moving well by getting people in the ring in timely manner</p> <ul style="list-style-type: none"> • Ensures next 3-4 competitors are at gate area • Moves people into the ring as instructed by Judge (taking individual exceptions into account) • Announces height changes and moves to/from Regulars/Specials & Vets for ring crew; as indicated on gate list 	<ul style="list-style-type: none"> • A good loud voice! • Helps to be familiar with some of the dogs/handlers, but not required
<p style="text-align: center;">Leash runner</p>	<p>Moves leashes from entry gate to exit gate/catch area with grabber provided</p> <ul style="list-style-type: none"> • Picks up leashes once dog has left start line and brings to designated area • If handler gives toys, places them <u>outside</u> the ring in designated area • Helps crew on jump height changes as needed 	<ul style="list-style-type: none"> • Active job, so need to be able to go back and forth across the ring for the duration of the class
<p style="text-align: center;">Chief Course Builder</p>	<p>Leads the building and numbering of the course according to the course map</p> <ul style="list-style-type: none"> • Equipment and timing equipment placement • Start/Finish line placement if needed • Set Gamble lines if needed • Provide direction to other course builders 	<ul style="list-style-type: none"> • Able to read course map and translate to course grid • Requires experience in understanding distances and angles
<p style="text-align: center;">Ring Crew</p>	<p>Under the direction of the Chief Course Builder, helps set the course. Helps the trial run efficiently by doing height changes, replacing bars, setting table and Aframe heights in assigned class.</p>	<ul style="list-style-type: none"> • No prior experience needed

	<ul style="list-style-type: none"> • Course Building <ul style="list-style-type: none"> • Picking up numbers from previous and numbering new course • Moving and securing equipment as directed • Ring Crew: <ul style="list-style-type: none"> • Re-sets fallen bars at end of run • Sets jumps for each height as indicated by Gatekeeper • Moves double/spreads in and out as indicated by Gatekeeper • Adjusts Aframe and table heights as needed • Adjusts timer eyes (if needed) 	
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*******CAANS MEMBERS - Additional Jobs*******

Trial Set up morning (approx. 10 people)	Arrive at designated time to: <ul style="list-style-type: none"> • Unload trailer • Set course grid * • Put jump cups on jumps • Course-build first course • Set up secretary/scoring/judge tables • Set-up timer/scribe table • Set up timers * • Put up fencing as needed • Post running orders/course maps (if needed) • Set up results table 	For trials at SNP site ONLY: (approx. 6 people) <ul style="list-style-type: none"> • Build course • Set up ring closures • Set up interior walkway gating • Set up timer/scribe shades and tables • Set up timers* • Set up results table (if needed) • Set up scoring/judge area 	<p>As the host club, CAANS members are expected to volunteer for at least one of these roles in addition to regular volunteer jobs. The more hands, the better and there are jobs in each slot for everyone. Jobs marked with * need experience.</p> <p>Members entered in the trial who do not sign up for the host club jobs will be assigned jobs.</p>
Saturday - End of Day (approx. 6 people)	Course-build for first thing Sunday morning		
Sunday - End of Day/ Breakdown (approx. 10 eople)	Breakdown trial site <u>Trailer/CAANS Equipment site:</u> <ul style="list-style-type: none"> • Break down equipment and bring to pick-up/loading area • Put away items for bins • Take down fencing • Breakdown tables/chairs • Put away timing equipment * • Load trailer 	<u>SNP Site:</u> (approx. 8 people) <ul style="list-style-type: none"> • Break down competition equipment and remove from ring (as needed) • Put away shade tents/tables/chairs • Put away gating in crating area • Put away "catch area" gating • Put away numbers, gate board, etc. <ul style="list-style-type: none"> • Put away timing equipment * 	